

# SAMPLE INNING

- Blue represents cards played by the Visiting Team manager.
- Tan represents cards played by the Home Team manager.

TOP OF THE INNING		VISITING TEAM AT BAT SCORE: VISITORS 4 HOME 3		
CARD PLAYED	CARD PLACEMENT	RUNNERS ON BASE	SCORE	OUTS
Walk	Placed on 1st	Runner on 1st	4-3	0
Fly Out	Placed below Home Plate	Runner on 1st	4-3	1
Single	Placed on 1st	Runners on 1st and 2nd	4-3	1
Ground Out	Placed below Home Plate	Runners on 1st and 2nd	4-3	2
Stolen Base	Discarded	Runners on 2nd and 3rd	4-3	2
Strike Out	Placed below Home Plate		4-3	3
Discard the played Out and Runner Cards				
BOTTOM OF THE INNING		HOME TEAM AT BAT SCORE: VISITORS 4 HOME 3		
CARD PLAYED	CARD PLACEMENT	RUNNERS ON BASE	SCORE	OUTS
Walk	Placed on 1st	Runner on 1st	4-3	0
Strike Out	Placed below Home Plate	Runner on 1st	4-3	1
Triple	Placed on 3rd	Runner on 3rd and a runner scores	4-4	1
Fly Out	Placed below Home Plate	Runner scores	4-5	2
Ground Out	Placed below Home Plate		4-5	3
Discard the played Out and Runner Cards				



## Updated Rules FOR THE HEIRLOOM EDITION

- 2 Players
- Ages 8 to Adult
- 15-20 Minutes per Game

### WHAT'S IN THE BOX

- Authentic Reproduction of Harry's Grand Slam Baseball Game™
- Baseball Diamond
- Scoreboard
- Card Reference
- Rules
- Updated Rules for the Heirloom Edition
- History of Harry's Grand Slam Baseball

### THE OBJECT OF THE GAME

In Harry's Grand Slam Baseball, each player acts as a team manager competing to have his or her team score the most runs during a baseball game.

### OVERVIEW

Harry's Grand Slam Baseball plays much like a real baseball game. Each game consists of nine innings. The Visiting Team bats in the top half of each inning and the Home Team, in the bottom half. Runners move around the bases, and runs and innings are recorded on a scoreboard.

Harry's Grand Slam Baseball is played with a special deck of cards. The cards represent typical plays that happen during a baseball game. When a manager's team is at bat, that manager will try to play cards that will help score runs. When a manager's team is not at bat, that manager will try to play cards that will result in outs for the team at bat.

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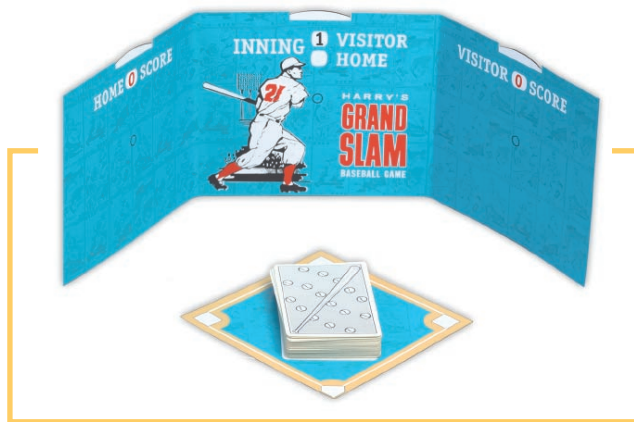


## SETTING UP

1. Place the baseball diamond on the table, and the scoreboard in the outfield.
2. Set the scores at "0" for both the Visiting and Home Teams. Set the inning at "1" for the Visiting Team.
3. Keep the **Card Reference** handy for information on how individual cards are played.
4. Determine which player will manage the Home Team and which player will manage the Visiting Team.
5. Shuffle all cards together and deal each manager three cards. Managers may look at their cards.

*If dealt a Pinch Hitter/Relief Pitcher card, refer to the **Card Reference** and follow the instructions for **Drawing a Pinch Hitter/Relief Pitcher Card** now.*

6. Place the remaining cards face down, in the center of the diamond.



## PLAYING THE GAME

A game consists of nine innings. Each inning includes a top and bottom half.

### THE TOP OF THE INNING

1. The Visiting Team is at bat in the top of each inning. The manager of the Visiting Team plays the first card. See **Card Reference**. If possible, this manager will select a card that helps score runs for his or her team. Even if the Visiting Team's manager only has cards that result in outs, he or she must still play a card.

The Visiting Team manager then draws a new card to bring his or her hand up to three.

2. The Home Team manager plays the next card. See **Card Reference**. If possible, this manager will select a card that results in an out for the team at bat, the Visiting Team. Even if the Home Team's manager only has cards that will benefit the Visiting Team, he or she must still play a card.

The Home Team manager then draws a new card to bring his or her hand up to three.



3. Managers repeat steps 1 and 2 until the third out is made. Outs and the base runner cards on the table are then discarded. The inning dial is turned clockwise to show the current inning number in the Home Team window. Play now moves to the bottom of the inning.

*Pinch Hitter/Relief Pitcher cards on the table, and the cards underneath them, remain on the table.*

### THE BOTTOM OF THE INNING

The bottom half of the inning plays just like the top half of the inning except that the roles of the Visiting and Home Teams are reversed. The Home Team is at bat and the Home Team manager plays the first card. After the third out, the inning is over. The inning dial is turned clockwise to show the next inning number in the Visitor Team window and play continues with the top half of the next inning.

**THE THIRD AND SIXTH INNING SHUFFLE:** After the third and sixth innings, the card deck, the discards, and the three cards that are in the hands of each manager, are collected and shuffled together. Any Pinch Hitter/Relief Pitcher cards on the table, and the cards underneath them, remain on the table. Three new cards are dealt to each manager and the rest of the deck is placed on the diamond.



## WINNING THE GAME

The team with the most runs at the end of the ninth inning wins Harry's Grand Slam Baseball!

If the score is tied, the teams play extra innings until an inning ends with one team scoring more runs than the other. Cards are shuffled after the ninth inning and every three innings after that.